

# Gary Mitchell

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**Objective** A 3D artist position in a production environment creating quality assets for projects.

**Skills**

- 3D Model Creation
- UV Texture Mapping
- Model Rigging
- Basic Animation
- PHP Programming
- 3D Model Sculpting
- Texture Creation
- Rendering Setup
- MEL Scripting
- Digital Photography

**Software**

- Autodesk Maya
- Autodesk 3D Studio Max
- Pixologic ZBrush
- Autodesk AutoCAD
- Adobe Flash
- Adobe Photoshop
- Adobe Illustrator

**Education** Bachelor of Science, Digital Media / Visualization, May 2008  
East Tennessee State University, Johnson City, TN

## Work History

### **Creative and Graphics**

American Accessories International LLC, Knoxville, TN

Feb 2009 – Present

- Design and visualize unique products
- Work closely with Fortune 500 companies
- Be organized in a fast paced environment

### **Computer Lab Manager**

East Tennessee State University Office of Information Technology, Johnson City, TN

Dec 2004 – May 2008

- Manage student workers
- Implement and enforce lab policies
- Assist faculty and students

### **Graphic Designer / Embroidery Digitizer**

Blue Ridge Sportswear, Bristol, TN

May 2006 - Dec 2006

- Gather design information from clients
- Produce artwork quickly and efficiently
- Digitize embroidery and perform production tests

**Memberships** ETSU Chapter of ACM Siggraph/EDGE Club

**Portfolio** [www.ExtrudedPolygon.com](http://www.ExtrudedPolygon.com)

**References** References are available on request.